

Category	Item	Value
Agriculture	Wheat	1000000
	Corn	800000
	Rice	600000
	Soybeans	500000
	Cotton	400000
	Barley	300000
	Oats	200000
	Hay	100000
	Vegetables	50000
	Fruit	30000
Manufacturing	Textiles	1200000
	Food processing	900000
	Chemicals	700000
	Metals	600000
	Electronics	500000
	Automotive	400000
	Plastics	300000
	Paper	200000
	Glass	100000
	Rubber	50000
Services	Retail	1100000
	Wholesale	800000
	Transportation	700000
	Finance	600000
	Healthcare	500000
	Education	400000
	Recreation	300000
	Accommodation	200000
	Food service	100000
	Professional	50000
Government	Defense	1500000
	Law enforcement	1000000
	Fire	800000
	Public works	700000
	Education	600000
	Healthcare	500000
	Social services	400000
	Transportation	300000
	Utilities	200000
	Other	100000

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The CHAOS holistic game of this invention comprises an N sided dice with N distinct and different educational graphics one for each side and a plurality of portable bases equal to $(P-1) \times N$ where P is the number of players. In this holistic total immersion game the players constitute the game pieces. It can be played indoors as well outdoors and is educational and entertaining both for children and adults. It engages, challenges, involves and benefits body mind and spirit of each player. Almost any educational subject can be taught through this game as the medium of instruction in a fun loving way.